

Beginning Town	Young Town	Bulging Town
Who: traders	younger sons of the manner; peasants who purchased their freedom; priests from the catholic church; craftsman (butchers, bakers, candlestick makers, shoemakers, blacksmiths)	All of the previous mentioned
What: Traders were looking for a permanent place for their goods, they wanted a place to avoid the hard travelling but could still do the same work	Looking for a new start	Looking for new opportunities
When: 1100 to 1300	Same time period	Same time period
Where: often on major rivers or on major roads for ease of transporting goods in; near a fortress or castle for protection	People continued building in the area surrounding these new towns	People began to expand upward; they would make apartments above their stores or behind their workshops; the buildings were made of wood so could easily catch fire; Sanitation was limited; they would begin building wall around their property and eventually around their towns
Why: Tired of travelling in the cold weather of winter; travelling on old Roman roads was very dangerous; tired of travelling period!	Looking for a new start since they would not inherit land; priests coming to spread Catholicism; Craftsman looking to perfect their craft; With newly purchased freedom, peasants also wanted a new start	Obtain Town Charters: legal document from the landowner listing the privileges of the townspeople which usually included self government and paying taxes to the landowner

Trade Grows!!!!

Rome fell in 476 A.D.

This caused trade to be very dangerous so people had to learn self-sufficiency!!!!

- Grow own food
- Barter or trade for what they needed

Where did traders get the goods they sold?

- The Crusades
- Returning soldiers brought the goods back from
 - Middle East
 - Asia
 - Southern Europe

What kinds of goods were traded?

Local goods

Imported goods

Produce	Dyes
Shoes	Silks
Meat	Spices
Candles	Produce
Dairy	

How did people pay for goods?

- People again had a need for Money which led to a need for ...
- Moneychangers
 - Knew what currency and values of the coins from other areas
 - Could change foreign currency to local currency
 - Letters of Credit: a banker from one city would send a sealed letter that said "this person has this much money in the bank to access"
 - Beginning of modern day checks and credit cards

With new towns came...

- Social Classes:
 - Merchants
 - Craftsmen

- Guilds:
 - Organization of a common craft. All members of a certain guild did the same thing for a living (similar to a union)
 - What were guilds supposed to do?
 - Set Standards
 - Quality of work
 - Quantity of work (how much could/should be produced)
 - Determined cost
 - Protected Members

How to Learn a Trade...

3 Stages

1. Apprentice

- Lived and worked with a master craftsman to learn a craft
- Also was servant in the home
- Apprenticeship lasted anywhere from 2-10 years

2. Journeyman

- Apprentice is released to go out on his own to perfect trade by learning working in other towns under other people

3. Master

- Journeyman returns to “his” town to prove himself
- Presents best work to the local craft guild
- If approved, he becomes part of the guild and then can begin to train others

What was town life like? What role did the church play?

The Guild was the center of town life!

- Members would gather together to celebrate occasions, to socialize and have meetings

Homes were often above the shops

- Wealthy maybe had separate homes
- Built bridges and walls around towns
- Everything was made of wood so there were lots of fires

- Very limited sanitation so there was lots of sickness and death
 - Black Death (Bubonic Plague)

What Religion Was Dominated?

Catholic Churches

Many towns were centered around Cathedrals

- New places of worship which showed wealth
- Built in the Romanesque style but by the beginning of the Renaissance, was more Gothic style
- Churches often had bells which...
 - Told time
 - Warned of danger
 - Signaled there was an announcement (maybe a birth or death)